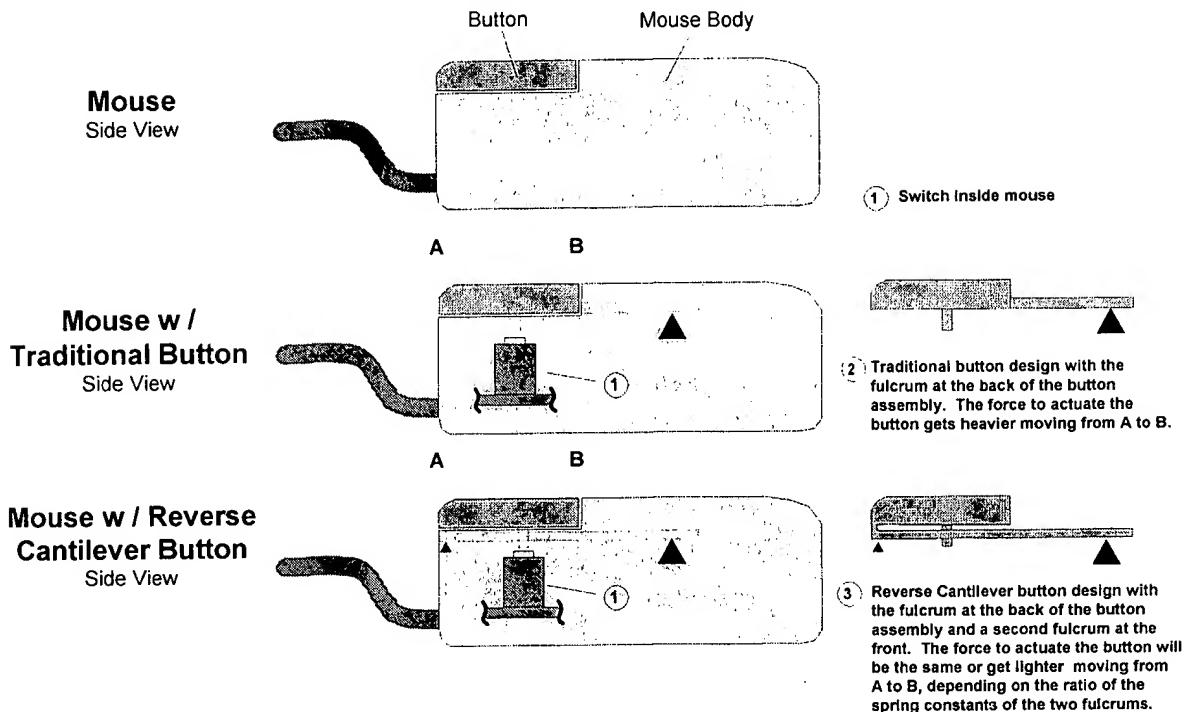


**Reversed Cantilever Button Design  
Implementation in a Mouse**



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March 22, 1999

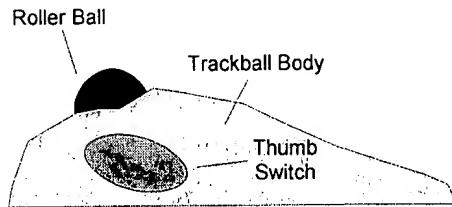
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Scale: No Scale

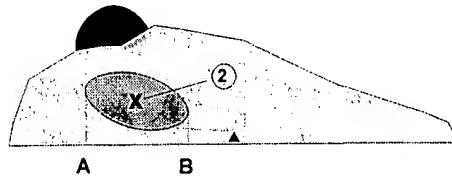
# EXHIBIT A

## Reverse Lever Button Design Implementation in a Trackball

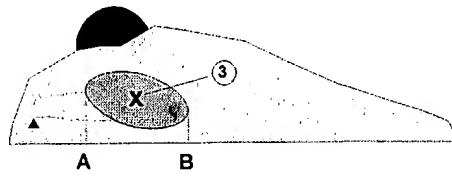
**Trackball**  
Side View



**Trackball w /  
Traditional Button**  
Side View



**Trackball w / Reverse  
Lever Button**  
Side View

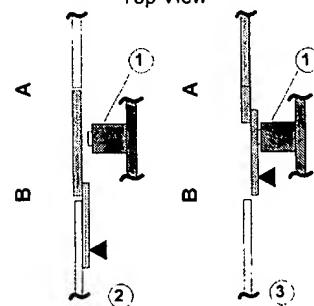


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## Button Assembly

Top View



① Switch Inside Trackball

② X - Indicates the location of the switch behind the button.

The dashed line represents the lever arm of the button on the inside of the trackball. The triangle, the fulcrum.

Force to actuate the button gets heavier going from A to B.

③ X - Indicates the location of the switch behind the button.

The dashed line represents the lever arm of the button on the inside of the trackball. The triangle, the fulcrum.

Force to actuate the button gets lighter going from A to B.

Scale: No Scale